

*FIG. 1*

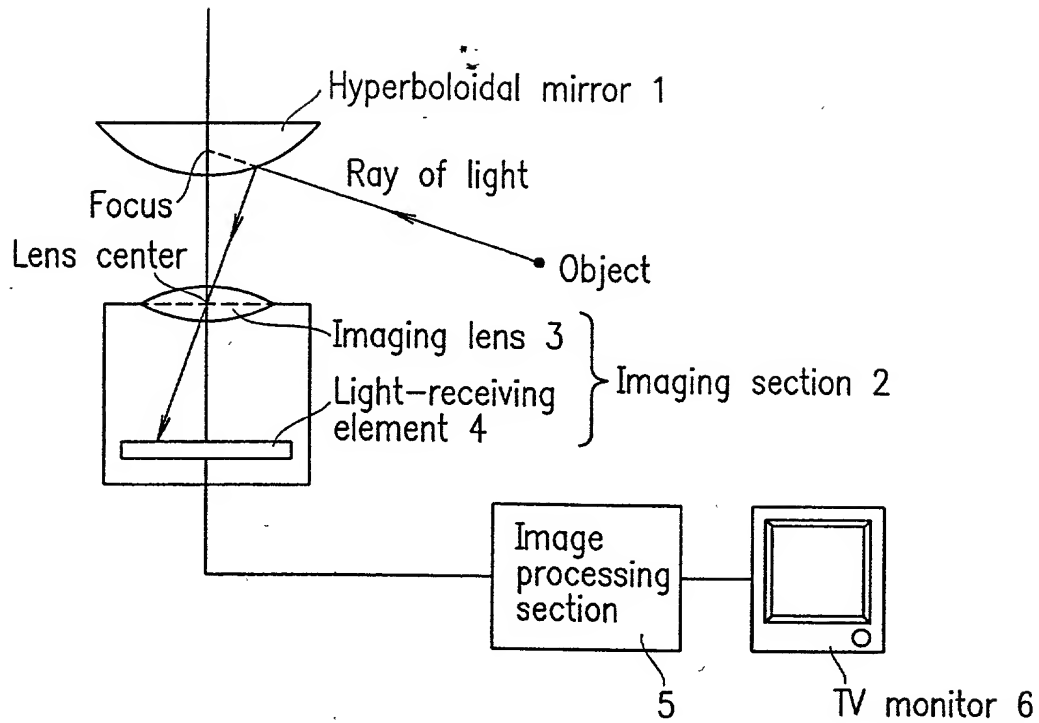
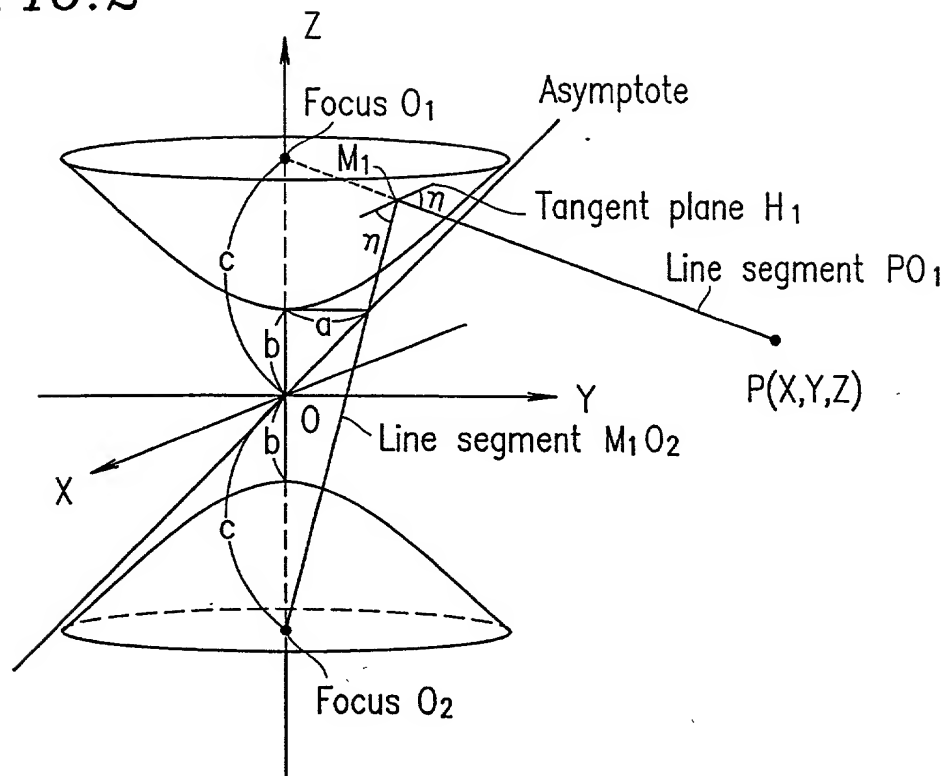


FIG.2



$$\begin{aligned} \text{Focus } O_1 &= (0,0,c) \\ \text{Focus } O_2 &= (0,0,-c) \\ \left( c &= \sqrt{a^2 + b^2} \right) \end{aligned}$$

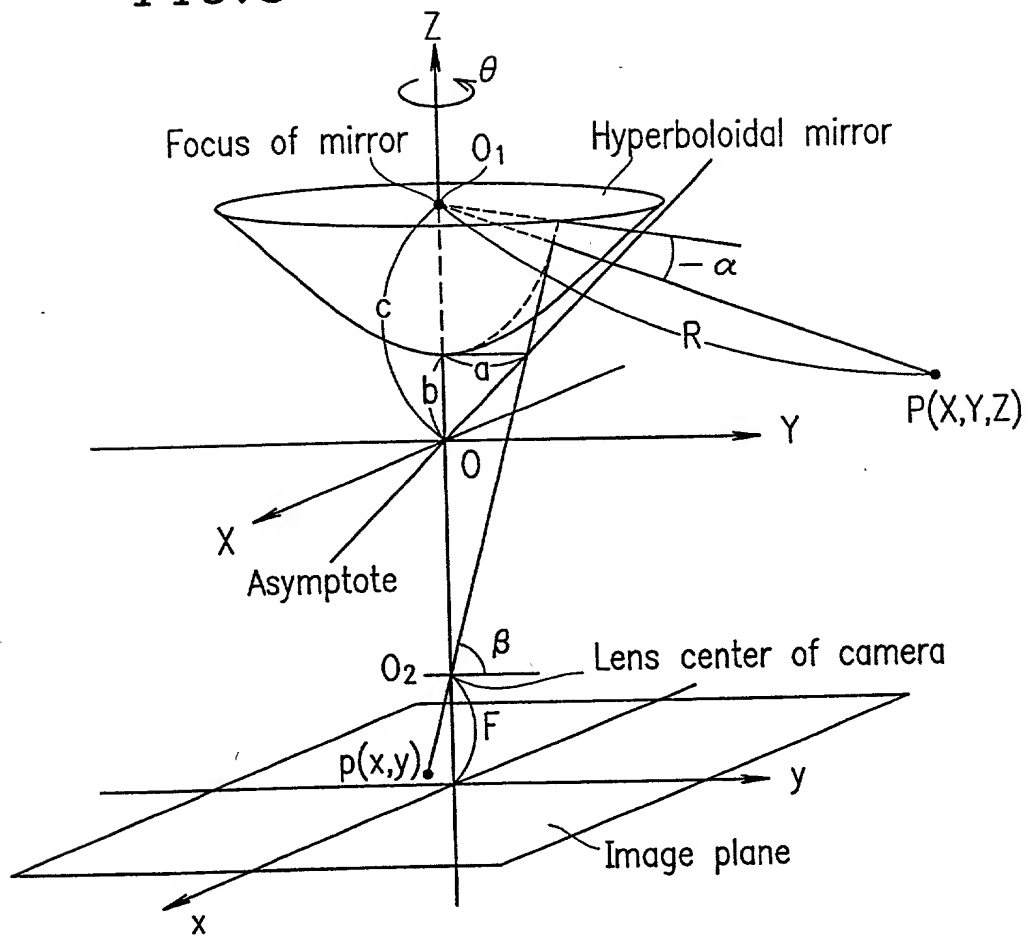
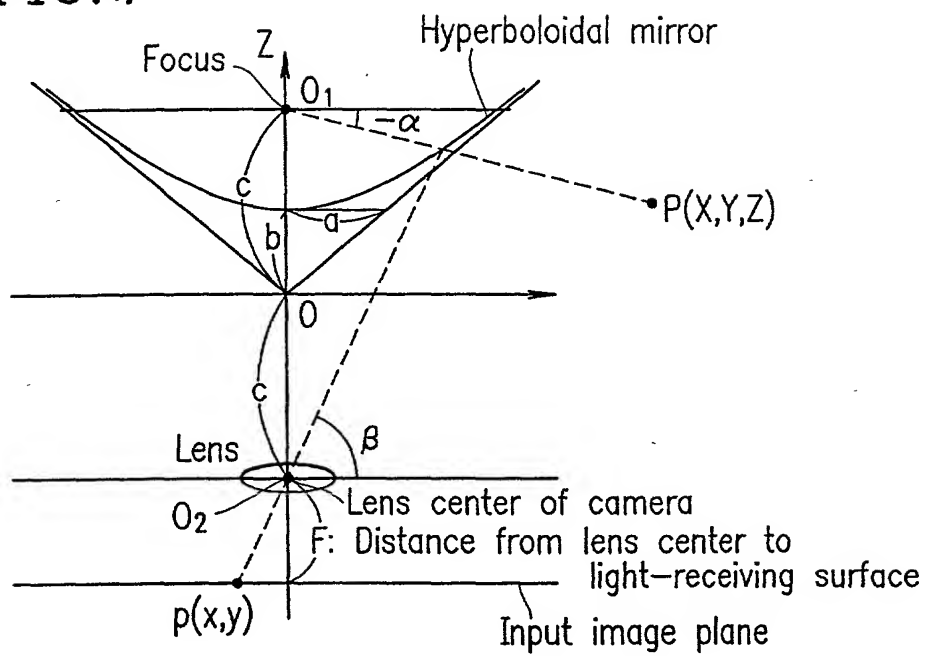
[illegible]

FIG. 4



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**FIG.5**

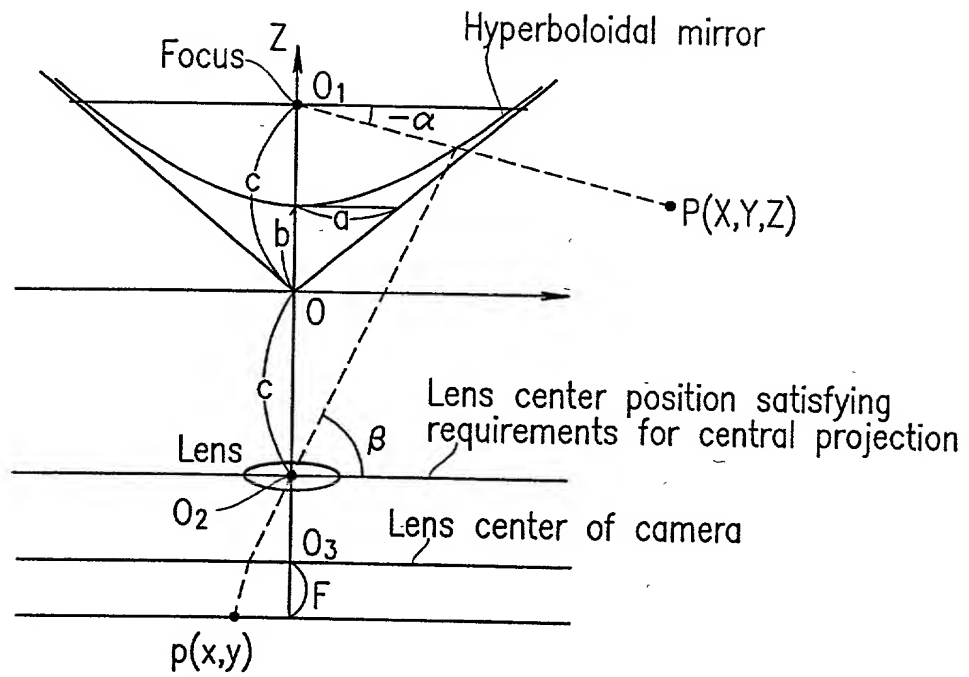
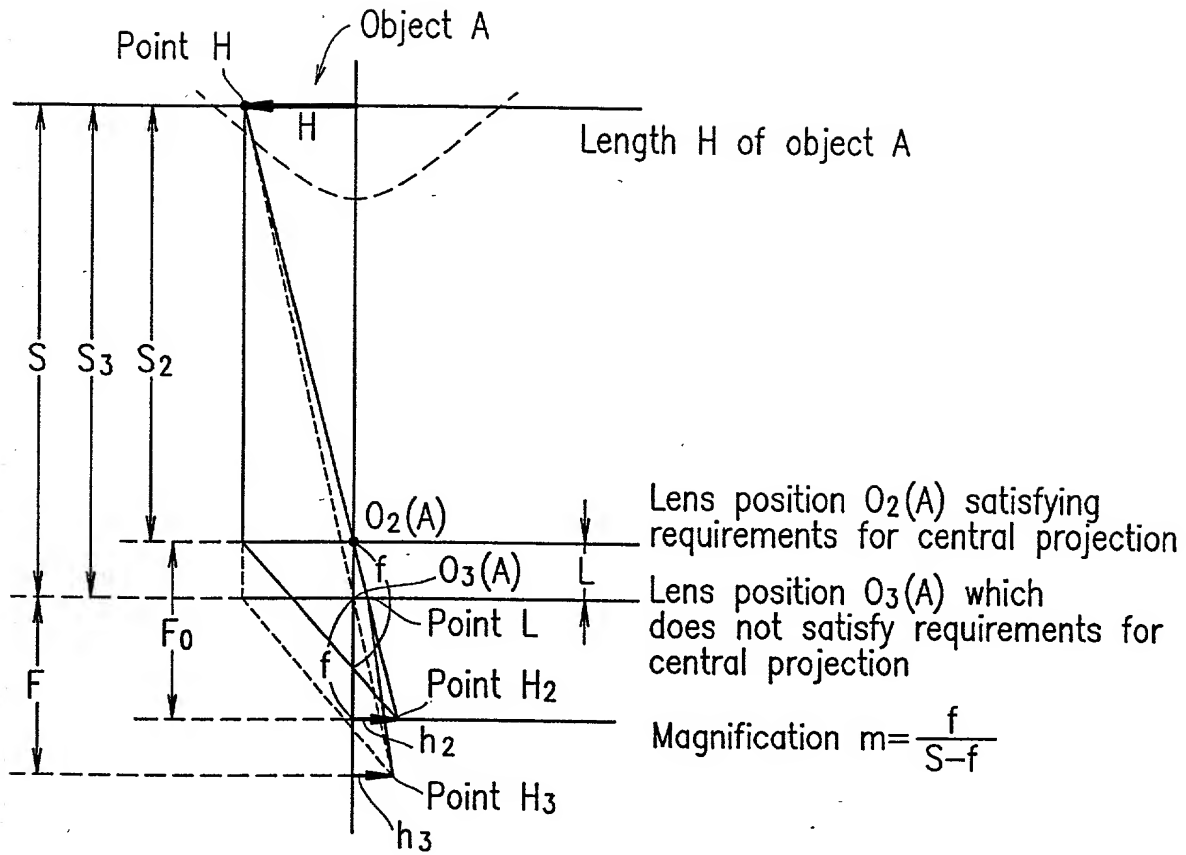


FIG. 6



$$h_2 = \frac{f}{S_2 - f} \times H \quad h_3 = \frac{f}{S_3 - f} \times H$$

$$\frac{h_2}{h_3} = \frac{S_3 - f}{S_2 - f} = \frac{S_2 + L - f}{S_2 - f}$$

FIG.7A

Top view

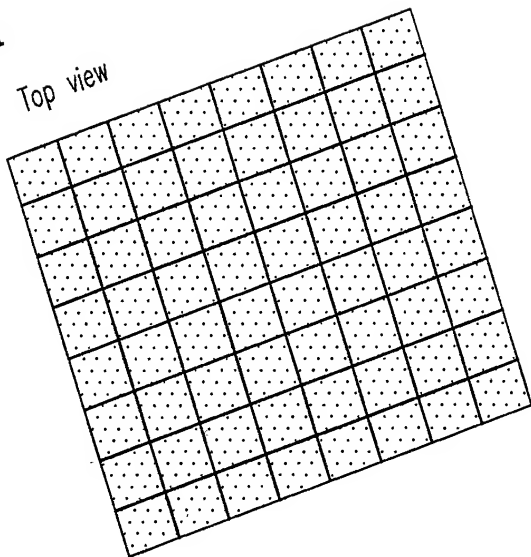
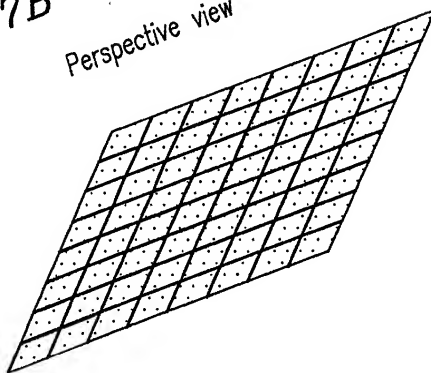


FIG.7B

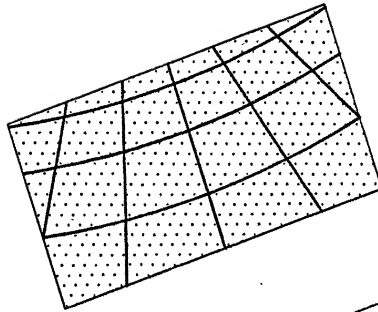
Perspective view



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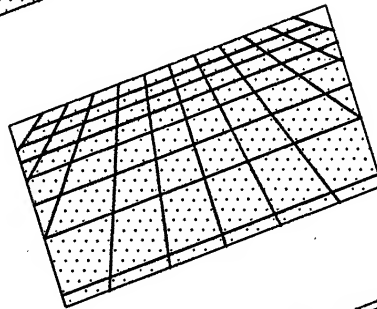
**FIG. 8A**

F value  $\ll$  optimum value  
(Pincushion distortion)



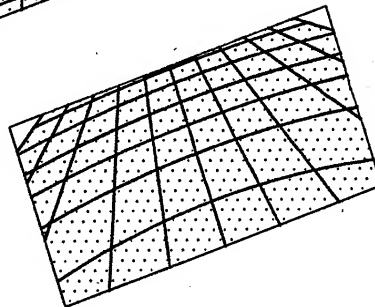
**FIG. 8B**

Optimum F value



**FIG. 8C**

F value  $\gg$  optimum value  
(Barrel distortion)



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FIG. 9

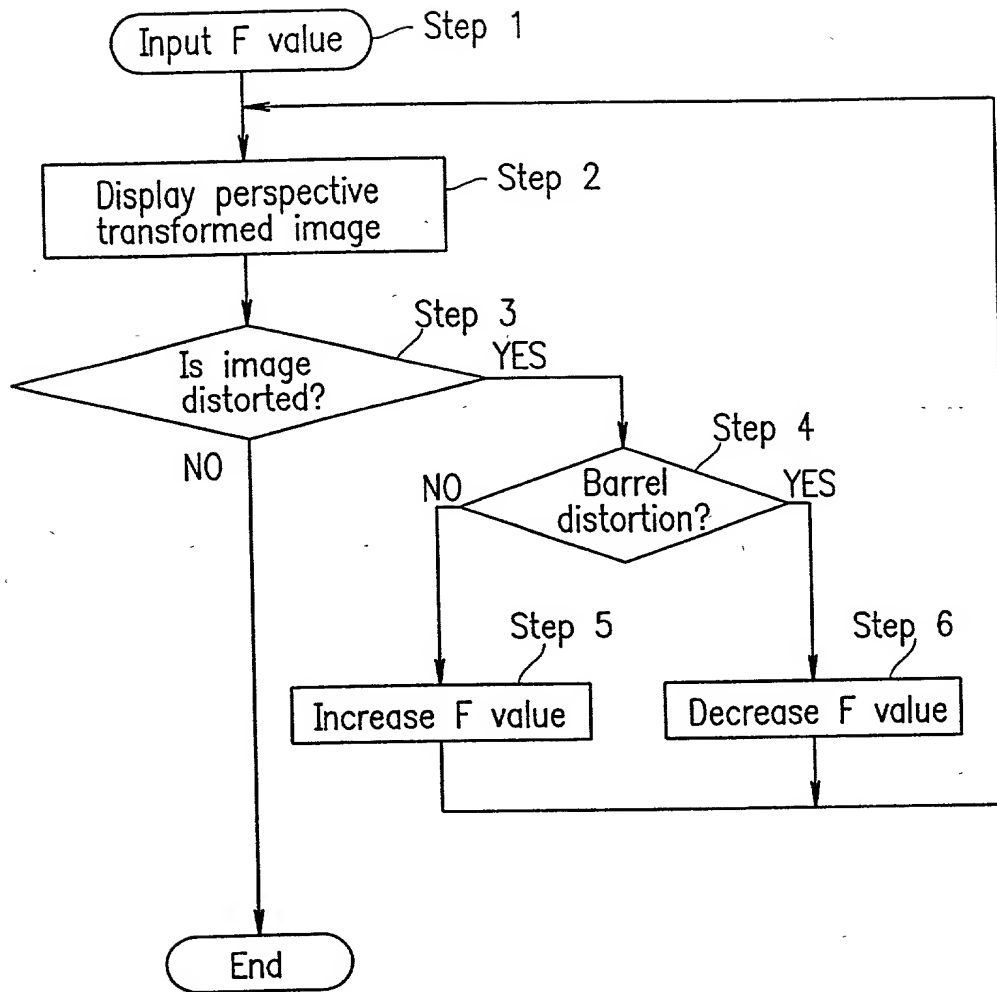
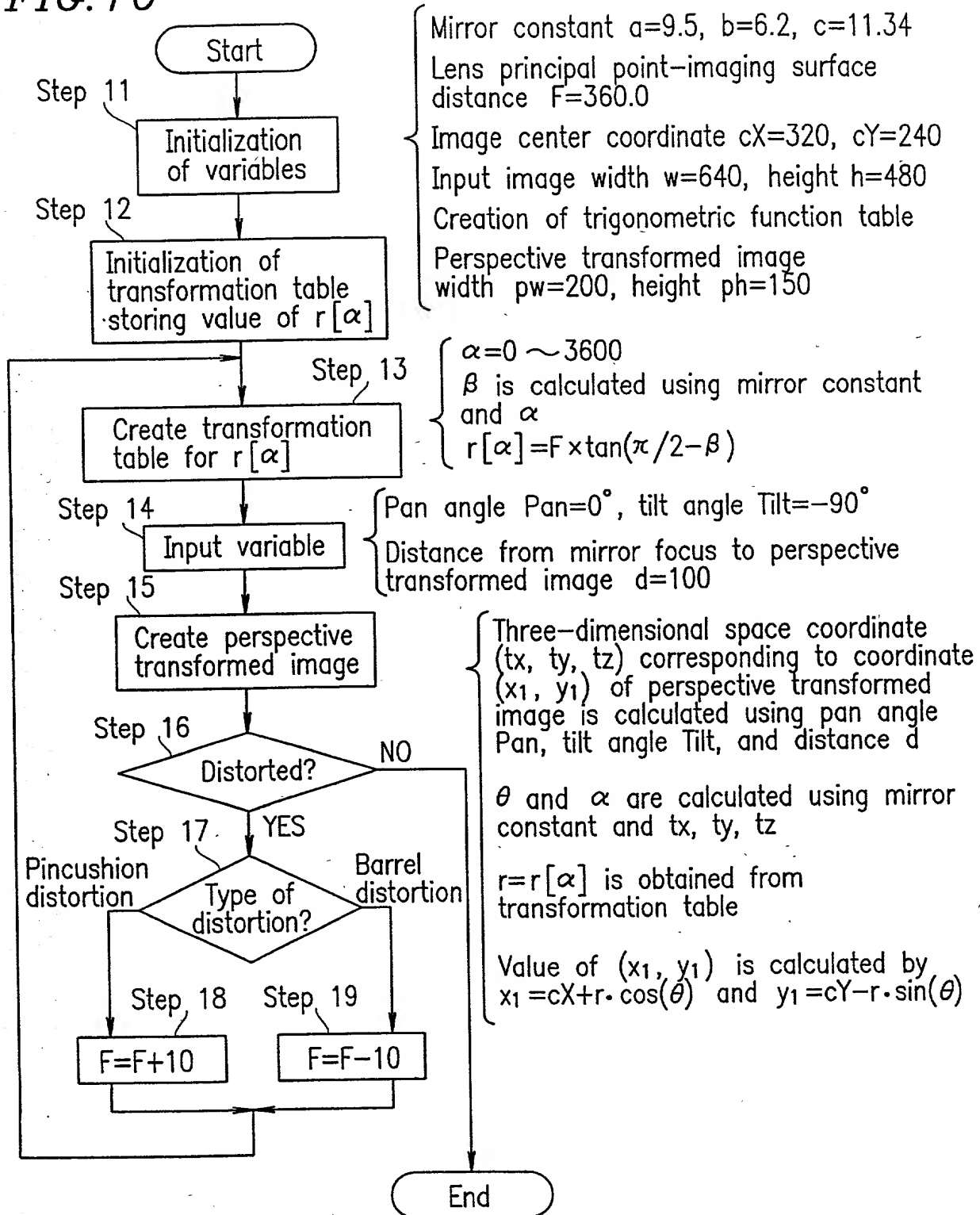


FIG. 10



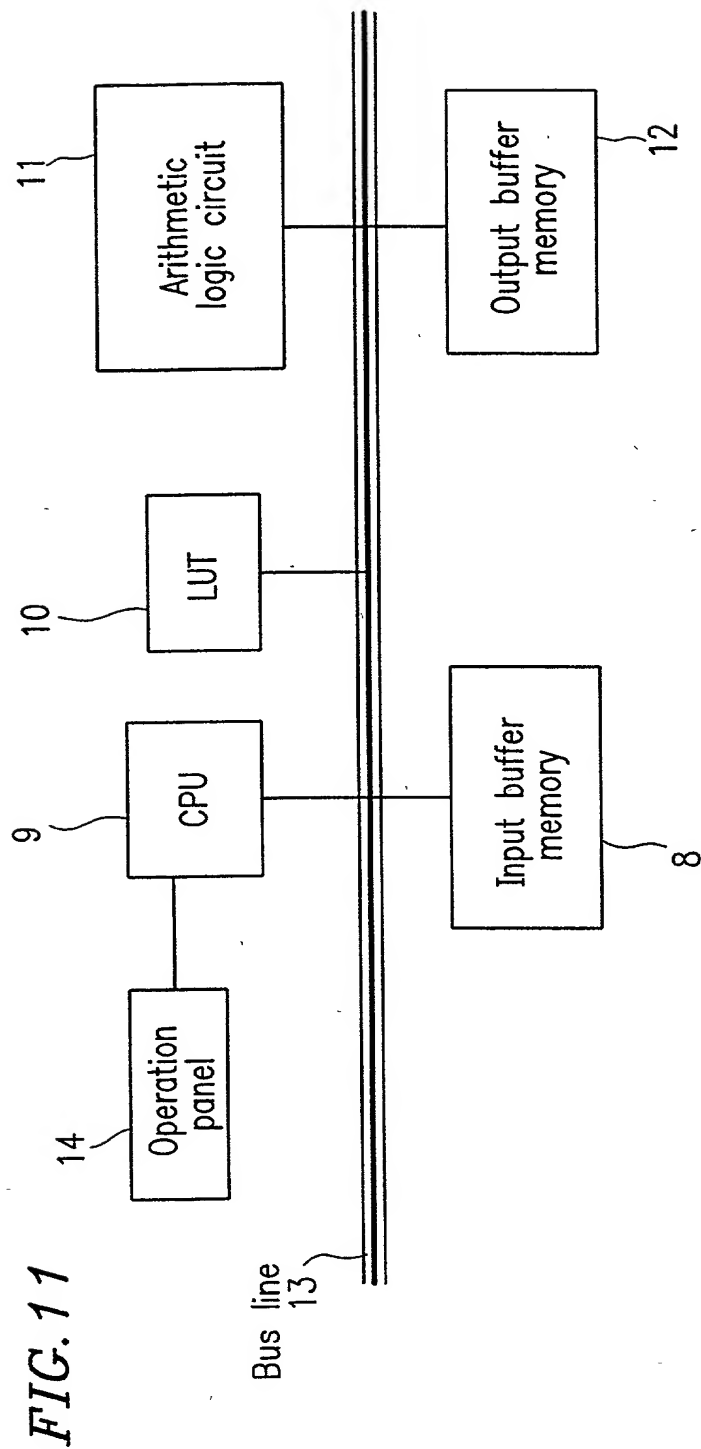


Image processing section 5

FIG. 12

$r[\alpha]$  dot Example of LUT ( $\alpha = -30.0^\circ \sim -49.9^\circ$ )

	-30	-31	-32	-33	-34	-35	-36	-37	-38	-39
0	56	58	60	62	65	67	69	71	73	75
0.1	57	59	61	63	65	67	69	71	73	75
0.2	57	59	61	63	65	67	69	71	73	75
0.3	57	59	61	63	65	67	69	71	74	76
0.4	57	59	61	63	65	67	70	72	74	76
0.5	57	59	61	63	66	68	70	72	74	76
0.6	58	60	62	64	66	68	70	72	74	76
0.7	58	60	62	64	66	68	70	72	74	77
0.8	58	60	62	64	66	68	70	72	75	77
0.9	58	60	62	64	66	68	71	73	75	77

	-40	-41	-42	-43	-44	-45	-46	-47	-48	-49
0	77	79	82	84	86	88	90	93	95	97
0.1	77	80	82	84	86	88	91	93	95	98
0.2	78	80	82	84	86	89	91	93	96	98
0.3	78	80	82	84	87	89	91	93	96	98
0.4	78	80	82	85	87	89	91	94	96	98
0.5	78	80	83	85	87	89	92	94	96	99
0.6	78	81	83	85	87	90	92	94	96	99
0.7	79	81	83	85	88	90	92	94	97	99
0.8	79	81	83	86	88	90	92	95	97	99
0.9	79	81	84	86	88	90	93	95	97	100

FIG. 13A

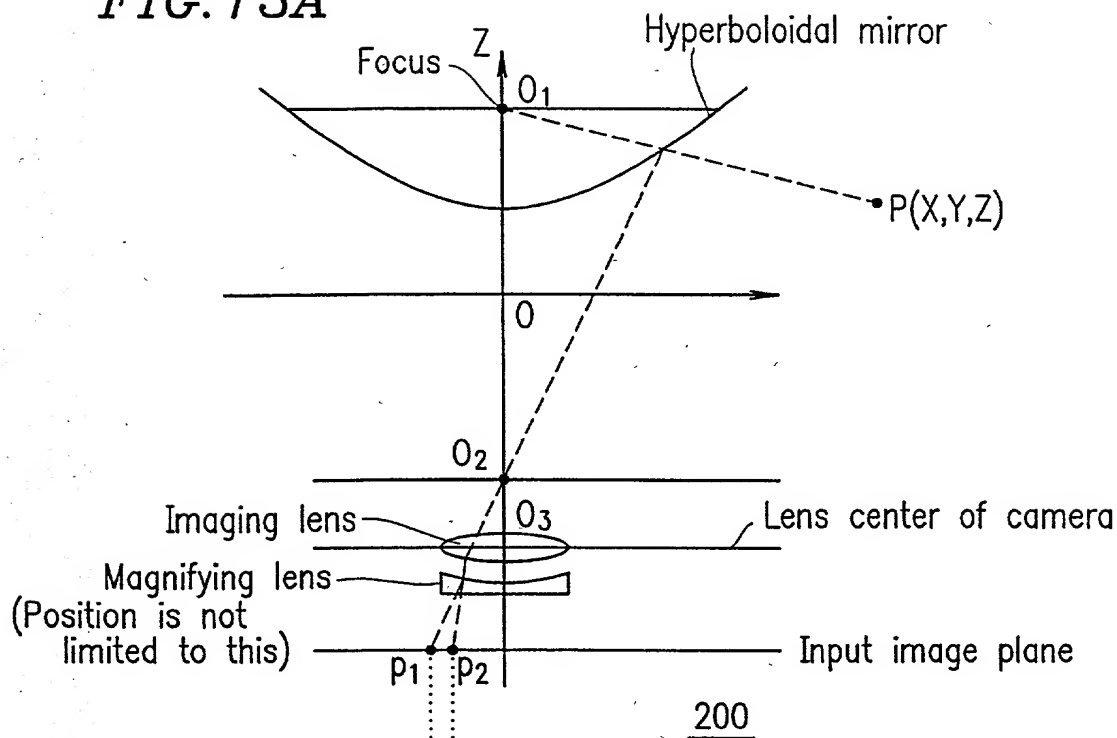


FIG. 13B

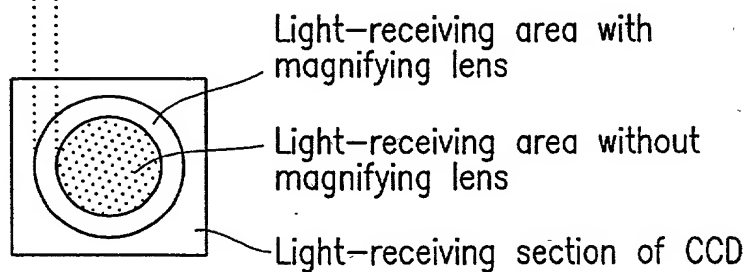


FIG. 14

